LITE 3™

INSTRUCTIONS

"WHEN YOU THINK YOU'VE WON, YOU'VE JUST BEGUN!"

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Welcome to Lite 3, the most imaginative way ever designed for lighting three lights in a row. Your goal is to light up 3 lights of your own color in a row--horizontally, vertically, or diagonally.

But just when you think you've won, you've just begun-- because each light only remains lit for 3 turns only! So at the same time you are turning on a light, attempting to win, another light will be turning off!

It's a challenge that can confound even the greatest of minds--including yours!

NUMBER OF PLAYERS: 1 OR 2

1 player game : 1 player (you) against the computer.
2 player game : 1 player vs. 1 player (You against a friend.)
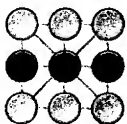
DIFFICULTY LEVELS:
NOVICE AND EXPERT

There are 2 levels of difficulty in either a 1 player game or
a 2 player game.
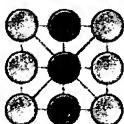
NOVICE -- for beginning players.
-- no time limit.

EXPERT -- when you're ready to play against the
computer at its smartest.
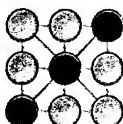-- time limits.

OBJECT OF THE GAME

Each player is assigned a color of either RED or GREEN,
depending on the game they play. (In a 1 player game,
you will always play as green and the computer will be
red.) Players take turns lighting up the buttons in the grid
with their color. Whoever lights up 3 BUTTONS IN A ROW
of their own color (either horizontally, vertically or
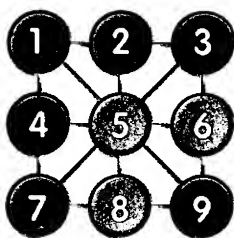diagonally) WINS the game.

HORIZONTALLY   VERTICALLY   DIAGONALLY

But there is a twist to the game! Each button only stays
lit for 3 turns. Once a 4th button of the same color lights
up, the oldest button lit will shut off. So in planning a
strategy, players have to memorize which button is going
to shut off next.

In the example above, you are the RED player and it's
your turn. You think you are about to win this game by
pressing button 6 - but not necessarily! Just when you
think you've won, button 3 will shut off after you press
button 6. Since button 3 was the first button you lit when
you started playing, it went out after you made your 4th
move. That's the challenge of Lite 3 - the oldest button
goes off when you light a 4th button.

How to Play

Now let's take you through a game of Lite 3 to get you familiar with it:

Press the ON button to turn on the unit.

Buttons 1 and 3 will flash GREEN.

ONE OR TWO PLAYER GAME

Press Button 1 for a one player game or press Button 3 for a two player game.
(If you don't press either button within 7 seconds, you will automatically be assigned a one player game.)

Then Button 7 and Button 9 will flash RED to indicate level choices.

DIFFICULTY LEVEL

Press Button 7 for a novice game or press Button 9 for an expert game.
(If you don't press either button within 7 seconds, you will automatically be assigned a novice game.)

BEGINNING PLAY

For a 1 player game, you are the GREEN player and the computer is the RED player. In a 1 player game mode, the real player (that's you) always goes first
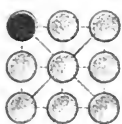
For a 2 player game, decide beforehand with your opponent who will be RED and who will be GREEN. In the 2 player example below, you decide to be green and your friend decides to be red.

After selecting difficulty level, the two "NEXT PLAYER" lights will alternately flash RED and GREEN.
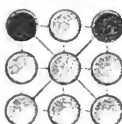
As if the computer was "flipping a coin", where the flashing light stops determines who goes first!

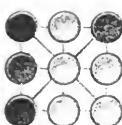PLAYER 2 PLAYS FIRST SINCE THE NEXT PLAYER COLOR STOPPED ON RED
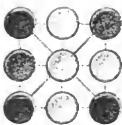
RED (PLAYER 2) SELECTS BUTTON 1

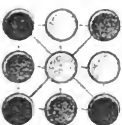GREEN PLAYER 1 (THAT'S YOU) SELECTS BUTTON 3

RED SELECTS BUTTON 7

GREEN SELECTS BUTTON 4 (to block vertical three in row (#1,4,7).

RED SELECTS BUTTON 9 (looks like trouble for you, but is it really?)

GREEN SELECTS BUTTON 8 (to block horizontal three in a row, #7,8,9)

RED PLAYER'S FIRST LIT BUTTON WILL GO OUT!

RED SELECTS BUTTON 5 -- BUT DOESN'T WIN BY DIAGONAL (#1,5,9)! ON THE 4TH MOVE, BUTTON 1 SHUT OFF BECAUSE IT WAS THE FIRST OR OLDEST BUTTON LIT BY THE RED PLAYER!

GREEN PLAYER'S FIRST LIT BUTTON WILL NOW GO OUT!

GREEN SELECTS BUTTON 1 BUTTON 3 SHUTS OFF AUTOMATICALLY

RED PLAYER'S NEXT OLDEST LIT BUTTON WILL GO OUT!

RED SELECTS BUTTON 6 (BUTTON 7 SHUTS OFF AUTOMATICALLY)

GREEN PLAYER'S NEXT OLDEST LIT BUTTON WILL GO OUT!

GREEN SELECTS BUTTON 7 BUT DOESN'T WIN-- BECAUSE BUTTON 4 SHUTS OFF!

RED SELECTS BUTTON 4 AND WINS!
(BUTTON 9 SHUTS OFF--BUT
BUTTONS 4,5,6 REMAIN LIT!!)

WHEN A PLAYER WINS A GAME, THE
WINNING 3 BUTTONS
WILL FLASH ON SCREEN THEN ALL 9
LIGHTS WILL FLASH
IN THE WINNER'S COLOR, TO SHOW
WHICH PLAYER WON

When a game is completed, the buttons will then all flash
off for a moment and then lights 1 and 3 will flash GREEN
again for a player to once again choose a 1 or 2 player
game or you can just press START to repeat the same
game. (See section FOR A QUICK START.)

TIME LIMIT
(FOR EXPERT LEVEL ONLY)

There is no time limit in novice level (level 1) games. But
there is a time limit--and a resulting penalty--in all expert
level (level 2) games.

When you play on the expert level (regardless of whether
its a 1 or 2 player game), each player is given 20 seconds
to make a move. After 15 seconds, that player's already lit
buttons blink for 5 seconds. You must make your move
within the remaining 5 seconds or else you will lose your
last lit square and your opponent then takes his turn.

When you take your next turn, you get your third light
back, as long as you take your turn within the time limit.
However, if on your next turn, you again fail to make a
move within the time limit, you will lose additional light!
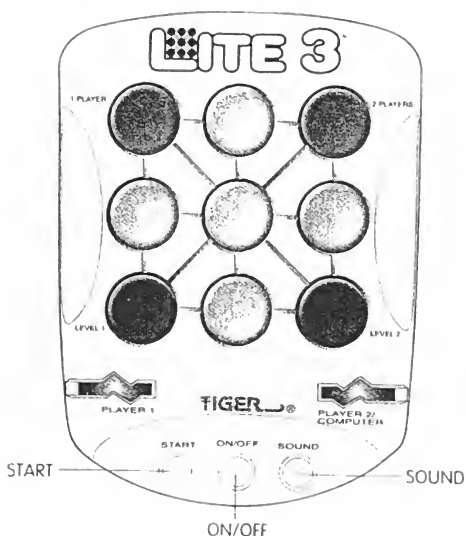
FOR A QUICK START

You can press the START button to start playing
immediately. The game mode selected will then be the
last game you played.

You can press the START button during any game
winning animation to move directly to the next game of
same number of player, same difficulty level.

If you press the START button immediately after turning on
your unit, you will automatically be assigned the default
of:

--one player game
--novice difficulty level

CONTROL GUIDE

ON/OFF
-- to turn on the power.
-- to turn off the power. (the unit shuts off automatically after 3 minutes of non-use).

START
-- for immediate game start.

SOUND
-- to control sound: on or off.

"NEXT PLAYER" GREEN LIGHT
-- located on lower left of unit, lights up GREEN, indicating when it is the green player's turn.

"NEXT PLAYER" RED LIGHT
-- located on lower right of unit, lights up RED, indicating when it is the computer's or the red player's turn.

BEFORE PLAY BEGINS:
-- When buttons 1 and 3 light up GREEN, choose button 1 for a ONE PLAYER game and button 3 for a TWO PLAYER game.

-- When buttons 7 and 9 light up RED, choose button 7 for a NOVICE game and button 9 for an EXPERT game.

INSERTING THE BATTERIES:

To insert/replace batteries, remove the battery compartment cover on the game as shown. Have an adult unscrew the battery cover, then push in the direction of the arrows on the cover. Insert three "AA" batteries, UM-3, LR6 or equivalent (not included) making sure to align "+" and "-" as shown.
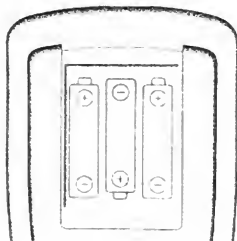
TO ENSURE PROPER FUNCTION:

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zine), or rechargeable (nickel-cadmium) batteries.

Battery insertion/replacement should be done by an adult.

Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

DEFECT OR DAMAGE

If a part of your Lite 3 is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.